



DOCTORS AND DALEKS

CHARACTER NAME

CLASS AND LEVEL

BACKGROUND

PLAYER NAME

SPECIES

CONCEPT

EXPERIENCE POINTS

STRENGTH

INSPIRATION

PROFICIENCY BONUS

DEXTERITY

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

CONSTITUTION

INTELLIGENCE

ACROBATICS (Dex)

ANIMAL HANDLING (Wis)

ATHLETICS (Str)

DECEPTION (Cha)

ENGINEERING (Int)

HISTORY (Int)

INSIGHT (Wis)

INTIMIDATION (Cha)

INVESTIGATION (Int)

MEDICINE (Wis)

PERCEPTION (Wis)

PERFORMANCE (Cha)

PERSUASION (Cha)

SCIENCE (Int)

SLEIGHT OF HAND (Dex)

STEALTH (Dex)

SURVIVAL (Wis)

SKILLS

WISDOM

CHARISMA

TECH LEVEL

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES AND LANGUAGES

ARMOUR CLASS

INITIATIVE

SPEED

Plot Point maximum

CURRENT PLOT POINTS

TEMPORARY PLOT POINTS

Total

PLOT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

GOALS

SHORT TERM GOAL

LONG TERM GOAL

QUIP BONUS

(PRIMARY ATTRIBUTE BONUS
+ PROFICIENCY BONUS)

CLASS SAVING THROW

(8 + PRIMARY ATTRIBUTE BONUS
+ PROFICIENCY BONUS)

NAME ATK BONUS DAMAGE/TYPE

ATTACKS AND QUIPS

EQUIPMENT

FEATURES AND TRAITS

DOCTORS AND DALEKS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES AND ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL EQUIPMENT